

The official publication of the Intellivision® Game Club Issue #1 Fall 1983

INTELLIVISION NEWS

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SURGEON™

The Mattel Electronics
version of the sizzling
hot arcade game

SONS SQUAD™

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BOOM!

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EXCITING GAMES

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MORE



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POSTER INSIDE

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Figure 6

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1998年 12月 10日
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LETTERS

1000

Will the new computer equipment plug into the older system? If not, can the older units be modified to be used in conjunction with the new control hardware?

Richard A. Anderson M. Catherine Anderson

Adaptive Mode is optional. The new computer programs will be able to plug into any Intel-based™ master component, except the System Changer. To convert the System Changer, the original Intuition Model No. 2004 requires further modification of current software.

Figure 1

[Even though some of your games are "one player," you can play with two players. It's a whole lot more fun! (Examples: *Space Station* and *Advanced Dungeons & Dragons*.)]

Tom Gurnea David Johnson

Bottom's Aker Names Its Top 100. It's going to make that information public. Can you double that claim?

Figure 1 consists of two bar charts. The left chart is titled 'All respondents' and the right chart is titled 'Respondents who have been to a protest in the last 12 months'. Both charts show the percentage of respondents for four levels of agreement with the statement 'The government should do more to protect the environment'. The y-axis represents the percentage, ranging from 0 to 100. The x-axis represents the level of agreement: Strongly agree, Somewhat agree, Somewhat disagree, and Strongly disagree.

Level of Agreement	All respondents (%)	Respondents who have been to a protest in the last 12 months (%)
Strongly agree	~15	~25
Somewhat agree	~35	~45
Somewhat disagree	~35	~25
Strongly disagree	~15	~5

Did you know you can update an advertisement campaign in Campaign with a poster. And do the computer programs cover all it can manage? And are you planning to have an advertisement module feature after 2000 year?

Year	Number of cases	Number of deaths
1990	100	10
1991	120	12
1992	150	15
1993	180	18
1994	200	20
1995	220	22
1996	250	25
1997	280	28
1998	300	30
1999	320	32
2000	350	35
2001	380	38
2002	400	40
2003	420	42
2004	450	45
2005	480	48
2006	500	50
2007	520	52
2008	550	55
2009	580	58
2010	600	60
2011	620	62
2012	650	65
2013	680	68
2014	700	70
2015	720	72
2016	750	75
2017	780	78
2018	800	80
2019	820	82
2020	850	85
2021	880	88
2022	900	90
2023	920	92
2024	950	95
2025	980	98
2026	1000	100
2027	1020	102
2028	1050	105
2029	1080	108
2030	1100	110

Editor's Note: Thanks for the suggestion, Jon. Apple certainly keeps it in mind. As for the computer peripherals, here are your possible choices. Intelution's Mouse Component, Computer Keyboard and Adaptive or Computer Keyboard and Adapter or Mouse Peripheral (and others) or System Change (see review).

We seem to get a lot of letters from Michigan. How about you other 48 states? Let's have your ideas, suggestions for future issues, articles of high game interest. Give us a try, or other comments. Write to:

Editor
 Environmental Science and Technology
 P.O. Box 1045
 Washington, D.C. 20036



BOMB SQUAD

FROM GAME SATEL, MATTEL ELECTRONICS

On the display screen, when choosing a circuit to repair, choose a circuit that when repaired will eliminate roughly half of your possible choices for a code number.

When replacing the first component, start replacing with the components which have the characteristic (color or shape) with the fewer matches. That is, if there are three components which match the original component by shape,

and two components which match by color, start with the matches by color. It is equally as likely that the correct replacement component will match its shape as by color.

If at one time after you have replaced the first component successfully, you forget the characteristic you are using to choose a replacement component, keep this in mind. The circuit board started off containing six components with six unique colors and shapes. If there are two components with the same shape or color, then you are replacing using components which match by the opposite characteristic.

BOMB SQUAD

THE INTELLIVOICE GAME
THAT TESTS YOUR SKILL
AND YOUR NERVES
(Intellivoice module required)

The situation is dire: a deadly bomb has planted itself in your city. It's up to you to disarm it and you have 30 minutes to get the job done before the bomb explodes.

Before you can do that, however, you must figure out a secret code number of one, two or three digits. If you guess the correct number, you've won 2000 points and the game. If you guess wrong or make a third mistake, or the clock runs out, you're in big big trouble.

This is the premise of *Bomb Squad*, an exciting, one-player *Intellivoice* game from Intellelectronics. It requires you to reuse electronic circuits, using buffers, gates and a counting chip. You're also helped by the voice of Frank, a demolition expert who will guide you with instructions on what to do and the order in which to do it.

Bomb Squad can be played on three different skill levels, the higher the level, the higher the possible score. Level one is for those not familiar with the game and operates at the slowest speed. Level two is more demanding and moves twice as fast. And level three is strictly for professionals. The game moves twice as fast as level two and four times as fast as level one.

Throughout the game, there are complications that could prove fatal. You're required to make a specific number of wiring operations at each level. And if you cut the wrong component, or if the probe from an unmasked circuit, you have a limited

number of seconds to correct the problem.

If you fail to cut a component in the right order, or remove a key part, or extinguish a fire in the number of seconds you're given, watch out! The bomb could explode.

All the while, you must try to figure out the secret code number. After you've received two circuits, you can go for broke and try to guess the number. If you're right, you win 1000 points. Guess wrong and you lose.

After enough circuits are received, the code number can be deciphered with the certainty that the bomb won't go off. And when the clock ticks down to 15 seconds, you can try a final guess. After all, what have you got to lose?

Bomb Squad wouldn't have the drama, tension and excitement it does without the added dimension of *Intellivoice*. While a "Demomaster" voice reminds you that you have 14 or 12 or 10 minutes before the bomb explodes, voice of Frank will carry through, telling you to move your piers "just be closer to the left" or to "cut the left."

If you make a mistake, Frank will only say it. And Frank will tell you whether you should cut a particular wiring component oneplace or twoplaces. The *Intellivoice* will be leading you in order to break your concentration.

When you find the secret code number, you've disarmed the bomb and fooled Frank. Frank will tell you what a hero you are, and *Intellivoice* will bust over a reward and probability.



HotLine



SUMMER FOOTBALL

Last fall, a group of seven Intellivision Football fans from the Youngstown, Ohio area organized the Intellivision Football League. They played twice a week, with double headers on Sunday and a Super Bowl game at the end of the season. But that was only the beginning. They plan to play again straight through the summer. "We don't care about the season," said group member John Seltzer. "We just love the game." Seltzer also explained that the group had learned a lot about Intellivision Football by playing constantly. "We didn't realize you could block punts or run back a punt for a touchdown," he said. "But we sure do now. We also learned it's better to play the man rather than the ball to avoid getting burned on a long pass. Also, running is a lot more important than we thought." For summer, the group plans a tournament tournament with the top four teams participating in a playoff.

GOOD SPORTS

Art Gasse of the Keystone Intellivision Club of Reading, Pa. tells us that his club has four sports seasons a year. In January, February and March, the 30 members concentrate on basketball and hockey. In April, May and June, the games are baseball and soccer. Golf and tennis are the games for July, August and September. And football and bowling take place in October, November, and December. Bowling is one sport that goes year 'round.

HIGH GAME SCORES

Here are the high game scores we've received so far. Each one has been verified with a photo of the game screen.

IRON DUCKS DUCK David L. Moore Carleton, Texas	12,804,500
NIGHT STALKER™ Robert W. Sandelin Lawrence, Pennsylvania	995,500
SHARKING™ David L. Moore Carleton, Texas	90,000
SPACE WALK™ Andy Hooked Portland, Indiana	429,000
JECK N' CHASE™ Robert Intellivision Harrisburg, Virginia	504,100

Remember the high game scores for all many games as we have room for as we continue to receive them. For remember two things: 1) It must be a Multi-Intellivision Intellivision game and 2) the game score must be 100 percent correct as shown on the game screen. Send your scores to the editor.

THE VIDEO GOLFERS ASSOCIATION

You don't have to play golf to love the game. Ron Smith of Los Angeles first golfed once and decided it just wasn't for him. But when he discovered video golf on his brother's television, he became a golfing fanatic. Ron organized the Video Golfers Association, which now includes 15 of his friends. They play regularly at a members home for a \$100-a-month fee. Ron's addiction to the game has given him some thoughts on its problems. "I wish we could play on different courses to make the game more difficult and provide more variety," said Ron. "It also has us to be able to move our golf balls on the course. We can't do that now." Not, despite these suggestions,

Ron and his other dues-paying members are totally dedicated to the game, finding it "continually challenging and exciting." Best of all, says Ron, "you don't have to lug around heavy clubs!"



It doesn't take a stroke of genius to get a better golf score! Here are a few hints—some just to get you started. Good Luck!

Hole	Club	Aiming Position	Distance	Hook/ Straight/ Slice
1	Driver	3 o'clock	Long	Hook
	3 Iron	Towards Hole (Can result with only two strokes)	Long	Straight Towards Hole
2	Driver	3 o'clock	Long	Slight hook towards water
	3 Iron	Towards hole	Long	Towards hole
3	Driver	1 o'clock	Long	Straight
4	Driver	4 o'clock	Long	Slice to avoid sand
5	3 Wood	4 o'clock	Long	Slice
6	Driver	4 o'clock	Long	Slice
7	Good to get in two strokes. Try the			
	Driver	Towards hole	Medium	Straight
	Wedge	Over green		
8	3 Wood	4 o'clock	Long	Slice
9	3 Wood	3 o'clock	Medium	Slice
	3 Wood	Over water		Towards hole
	3 Iron	Towards hole	Long	Towards hole

NEW AND EXCITING
IntelliVision®
GAMES



**BUMP W/ JUMP™ YOUR WAY
DOWN THE HIGHWAY**

But rules for this most game-like version—ages-and-tons frogging—is requirement-free. It's fun, though, as you go bumping and jumping on the path to victory, but watch out: The deadly-dump fluids, the treacherous forks and the sinister death cars are lurking around the bend. Written by Dave Karger.

You begin the game with a score of 100 and four others ready to roll. You can bid the desired trade-in value, or you can choose to jump after one and gain valuable points. The higher you go, the more points you gain. The faster you go, the faster you can jump. But remember, you have to roll a 10 to win.

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Keep your eyes peeled for buses in the yard and the results to maximize when the yard closes. Jump to miss center line, avoid collisions and jump to clear water. Watch out for trucks and collisions. If buses are close, you can jump to clear water. Watch out for trucks and collisions. If buses are close, you can jump to clear water. Watch out for trucks and collisions. If buses are close, you can jump to clear water.



A HISTORY OF A CHALLENGE

In the new one-coupler 3-1/2-ton/ten-ton game for installation, you're out to eliminate an angry host of Toner Bees. And you're covered, too, with a 100% 3-year warranty.

The Center for Women's International Rights (CWIIR) is a 501(c)(3) nonprofit. They receive no salaries. They still have a mission.

Flowers are beautiful. But the more they bloom, the more they wilt. Inevitable pollution means the flowers in reality are kept your senses open. And whenever a spirit, even a demon, wishes to harm you, you know it.

It's easy. The only limit is the one there is on the size of the team. You have to be able to get enough points, you'll win an entire season.

Florida was covered in a number of ways. One way is by spraying bees. And in another way, by the use of insecticides, which is strongly hummingbirds will not. When they happen, use the insecticide.

At the lower level, most of the Bull Borders are Border Bees, which turn into either Honeybees when fed by the queen. The other bees are white and fly much faster than the Border Bees. One or so White Bees can steal a few of your food. And if you let them wither away, they turn into real honeybees for the hummingbirds to eat. Naturally, you want more points by letting a White Bee feed a Border Bee. By the same token, you want more points by not letting honeybees steal by mistake what they're using for honey.

There are lots of belts and tugs in Bull Mountain to keep you on your toes. For example, if you hang the flannel-lined bygone card, the girls will and receive the game for a while. The coach will also point. And if a player has girls much better, a hurry-stand and the rest of the season. It starts in January. This is a very long path to your school, one, certainly, that you

With over 300 teams to compete, and the gold trophy at every level, the winners is to game that will continue to challenge and motivate you. So pick it up and show it that you really are a game player.

A TALK WITH THE PROGRAMMER OF **BOMB SQUAD**

To get a better understanding and appreciation of *Bomb Squad*, we talked with the game's programmer. Here are his comments:

"Even though *Bomb Squad* is a strategy—like a movie—it's not based on real life. It's fiction, and rather abstract of that.

"You could say that it's an intellectual game, a game of logic, deduction and reasoning. But that's more important on the lower levels. On the higher levels, dexterity and hand-eye coordination become more important. You really have to start on the lower levels and work your way up from logic to skill.

"The game does two things. One, it makes you sit down and think about what you have to do. And second, it tests your ability to perform certain functions. For example, you have to handle tools very precisely on the highest level because they're moving very quickly. And you have to put out fires in a matter of seconds.

"The voice of Frank is especially important to *Bombness*, because it helps them master the game. The voices add realism, color, mood and excitement to the game that it otherwise wouldn't have.

"The point system is your way of stating your relative achievement in the game. It isn't enough to just disarm the bombs or have it blow up. By scoring points, you have a way of measuring your accomplishments, your progress in mastering the game.

"If you can get the basic concepts of the game, you'll become better and better until you've reached your potential. As for myself, I've mastered levels one and two but level three still escapes me. I get through the first two digits of the code number line. But by the time I'm halfway through the third digit, *Bombness* goes the bomb.

"The end of the game is a lot of fun. When Frank says, 'You've done it! You've a hero' and the fireworks go off over the cityscape, you really feel good."





ENTERTAINING

BACKYARD BURGERTIME™ BAR-B-Q

Invite your friends to a BurgerTime™ Bar-B-Q. First, play the exciting new television BurgerTime video game. Next, enjoy some fun in the sun with games that you've selected as the best ones for your group of friends. Before the party, read through the ideas below and get everything ready.

The Giant Hamburger Hunt is one game to play. Here's how: A day or two before the party, make up clues that give guests hints where they'll find ingredients for their hamburgers. One clue, for example, could say, "Catsup catches won't fumble." This will lead a player to a construction paper catsup bottle hidden inside a catcher's mitt. Make enough construction paper cat-up bottles, pickles, meat patties, pepper shakers, and buns and top buns so that each guest can make a complete burger.

Just before the party, hide the ingredients: the catup bottles in catcher's mitts, pickles under old flowerpots, meat patties in the sandbox, and other hiding places.

At party time, challenge your guests to use the clues to help them find all the ingredients they will need to build a hamburger "with the works." They should take only one of each ingredient, and they shouldn't tell other players where the hiding places are. The first guest to build a complete construction paper hamburger wins the game.

Work up an appetite with some races. First, try the Hot Dog Race. Each player ties a bandana loosely around both ankles. Racers must jump or bobble to the finish line. Next, run the Pepper Dash. Take off the bandanas and see who can sprint from start to finish the fastest. And try an Egg Roll Race. Contestants

must use their foot, hand—or nose—to roll a hard-boiled egg the length of the "race track." Then, try Cape In Saucers. Ask guests to first stack three unbreakable plastic cups and saucers on top of each other, and to then race to the finish line without dropping their dishes. If a player drops a cup or saucer, he or she must return to the starting line and try again.

As a final party event, run a Build-a-Burger Relay. Each team must carry burger ingredients—one by one—from start to finish. The catch is in the unusual ways you devise for your players to carry the items: the bottom half of the bun, for example, might have to be carried in the player's teeth. The pickles might have to be balanced on the nose, and the meat patty might have to be balanced on a knife. Use cardboard ingredients for each team's burger.

Conclude your party with a delicious BurgerTime Bar-B-Q. Invite guests to grill their own burgers and create their own sandwiches with buns, lettuce, tomatoes, cheese, mustard, catsup, and—of course—pickles. For dessert, what else but Chef Peter Pepper's energy source . . . ice-cream cones!



BurgerTime™



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